Generation X. ™& ©1994 Marvel Comics, ARR.

A Battle To the Death

Win or lose, Grendel Drago is preparing for a battle to the death... because he's going to die from radiation poisoning regardless of the outcome of his final conflict. That's why the fatally-ill Grendel has asked his General to send him on the most dangerous of all missions: to kill the mysterious monster on the outskirts of town and die in the blaze of combat, rather than suffering the inexorable, painful, debilitating death of a radiation victim.

Drago's story is presented in ***Grendel Tales: Devils and Deaths***, a two-issue limited series written by Darko Macan and illustrated by Edvin Biukovic, natives of Zagreb, Croatia. Macan and Biukovic's interpretation of Grendel is all too realistic, based on the visions of war that they've witnessed in their own country. "For me, the story was a way to clear some questions that were raised about the war," Macan said, "and some topics that were always interesting to me—about dying, what it's for, and justifying your life at the end. All dark, morbid questions." Each issue will also feature Matt Wagner's fully-painted backup feature, "Meat Machine," starring Grendel-Prime (and according to Wagner, this backup will also serve as a prequel for the upcoming ***Batman/Grendel II***). ***Grendel Tales: Devils and Deaths #1,*** a $2.95 comic, is scheduled for October 20th release.

Marvel's Mutants Matriculate!

Generation X, Marvel's new mutant series debuting later this month, stars a group of teenage mutants who could well become the X-Men of tomorrow—but don't expect the book to present one superhero slugfest after another. These students of the Massachusetts Academy will actually be going to school!

According to series writer Scott Lobdell, one of the key differences between the new team and the original X-Men (who were also students, attending the Xavier Institute) is that these mutants are actually going to study and attend classes—in other words, they're going back to school this September just like the rest of the world! That doesn't mean that their biggest problem will be writing a 500-word essay, though; they'll have their share of supervillains, but those villains will come hunting for them rather than Generation X going out in search of trouble.

The team's two teachers are Banshee, who carries on in a style very reminiscent of Professor Xavier's , and Emma Frost, who has a more "hands-on" approach to education. Frost, also known as the White Queen, prefers a more aggressive approach to the intellectual style of Xavier and Banshee—but the death of her first students, the Hellions, has made her painfully aware that her technique might not be wholly successful.

The team's first villain is Emplate, a mutant who can steal the "genetic marrow" from the bones of young mutants and absorb their powers in a painful, horrifying way. He comes hunting Generation X because young mutants provide him with more power than their older counterparts.

Generation X #1, written by Scott Lobdell and illustrated by Chris Bachalo and Mark Buckingham, features Marvel's first-ever chromium cover; the $3.95 comic is scheduled for September 15th release.

by WAYNE LEE

Next Generation's New Destination Is Deep Space Nine

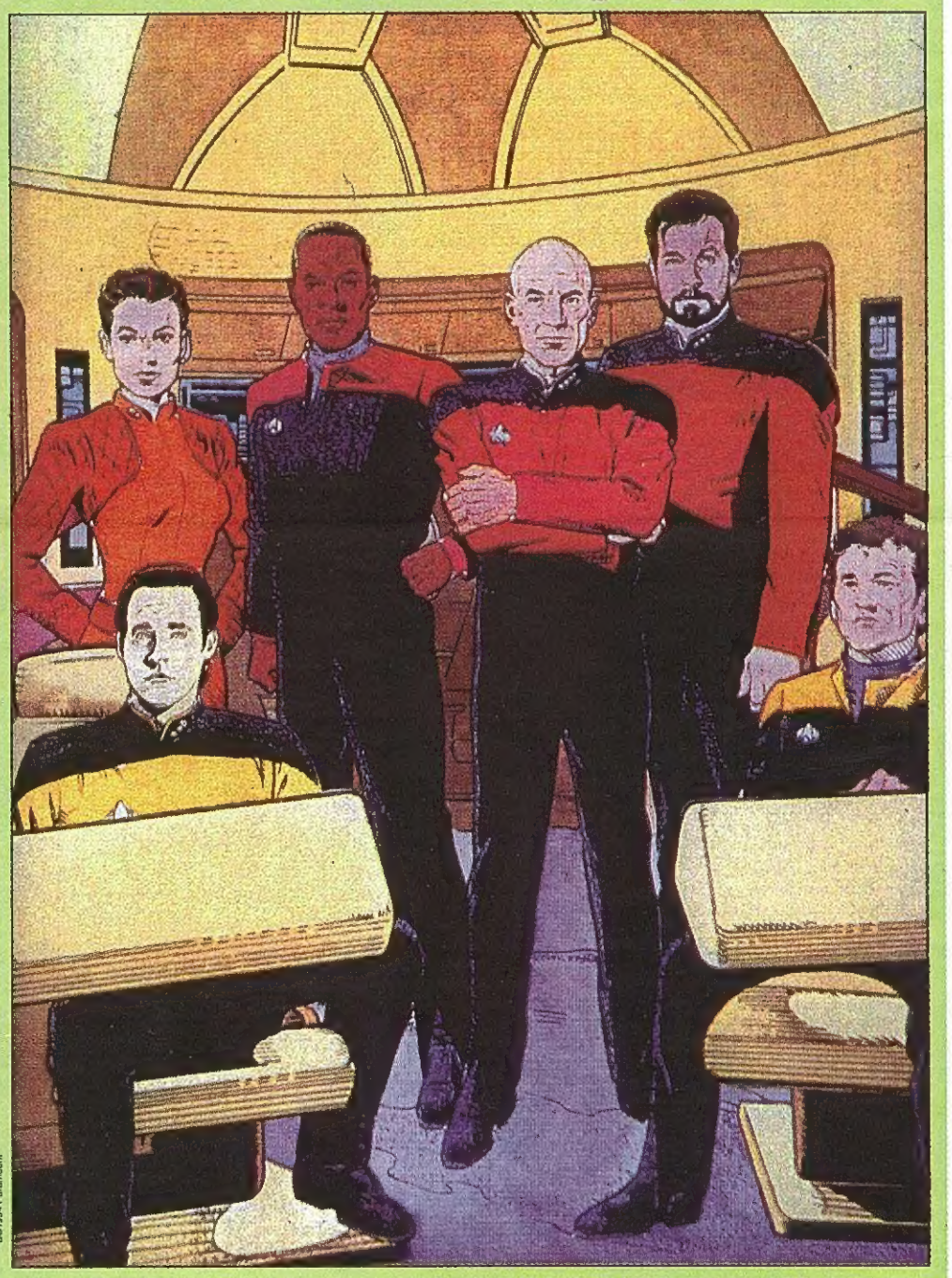
Star Trek fans should be in crossover heaven this fall; not only will the new ***Star Trek*** film, ***Generations,*** bring together crew members from ***Star Trek*** and ***Star Trek: The Next Generation***, but a new multi-company crossover miniseries will bring together the ***Next Generation*** crew and the crew of ***Star Trek: Deep Space Nine.***

The crossover series is a four-part adventure, but there are only two issues—however, there are two first issues and two second issues. Confused? Perhaps this will help: DC is releasing ***Star Trek: The Next Generation/Star Trek: Deep Space Nine #1*** on October 13th, the same day that Malibu is releasing ***Star Trek: Deep Space Nine/Star Trek: The Next Generation #1***. Then, on November 17th, DC will release ***Star Trek: The Next Generation/Star Trek: Deep Space Nine #2,*** while Malibu will release ***Star Trek: Deep Space Nine/Star Trek: The Next Generation #2.*** According to Malibu's Diane Botta, "The series unfolds like the television shows: a new ***Star Trek: The Next Generation*** followed by ***Star Trek: Deep Space Nine***... All four issues must be read to get the whole story." Each book is priced at $2.50.

The storyline is co-plotted by Mike W. Barr (who is the only writer to have written by comics exploits of all three Star Trek series) and Michael Jan Friedman. Barr handles the actual writing honors for the Malibu issues, while Friedman writes the Dc issues. Gordon Purcell and Terry Pallot supply the art for all four books.

This crossover adventure is a Star Trek fan's fantasy come true. Figuring out just what fans would want to see wasn't too difficult for co-editors Margaret Clark (handling the DC end) and Mark Panniccia (overseeing Malibu's part of the project: all they had to do was listen to the wishes of the Star Trek fan in each of them.

"I knew as a fan what I would want to see," Clark said. "A story that was a total mix of both crews combining their different personalities and styles in a mission to stop a dire threat to the Federation. I was thrilled that the entire creative team, all of whom have had successful histories with the Star Trek comics, agreed to come aboard for this extraordinary crossover."



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"Both ***Star Trek: Deep Space Nine*** and ***Star Trek: The Next Generation*** have been steady sellers," Paniccia said. "The combination of the two crews should be an incredible miniseries; this really is a special occasion for all Star Trek fans."

So what is the plot that brings the two crews together? "A shipload of Federation officials are going through the wormhole to take a look at the Gamma Quadrant," Mike W. Barr said. "Once they're through, the ship mysteriously vanishes. The wormhole ceases to function and this causes the Federation no end of distress. The send out the USS Enterprise to solve this problem."

Both the DC and the Malibu teams agreed that the key to making this project work was true crossover teamwork; everyone agreed that the storyline had to bring the two crews into close interaction with one another. "I think that what will make this so good is that you're not going to see Picard and his people doing one thing and then see Sisko and his people doing something else," Michael Jan Friedman said. "You'll see them interacting in this crossover."

In the midst of all this Star Trek excitement, DC is also releasing a new ***Star Trek: The Next Generation*** miniseries, ***Star Trek: The Next Generation—Shadowheart.*** Written by Michael Jan Friedman and illustrated by Steve Erwin and Charles Barnett, this series takes Lieutenant Worf on a covert mission to help save a Klingon colony that is threatened by an underground movement of the planet's indigenous life-forms... a movement led by Nikolai Rozhensko, Worf's human foster brother from the ***ST:TNG*** episode "Homeward." The first issue of this four-issue miniseries, a $1.95 comic, is scheduled for November 3rd release.

Meanwhile, each company will continue to produce its ongoing monthly ***Star Trek*** titles—and Malibu is already at work on ***Star Trek: Voyager,*** the comic book series based on the upcoming fourth ***Star Trek*** television series. All of this means that there'll be no shortage of Star Trek adventure for Trek-fans this fall and winter, whether on the silver screen, television, or the comic book page.

by ALEX KIRKLAND

COMIC SHOP NEWS
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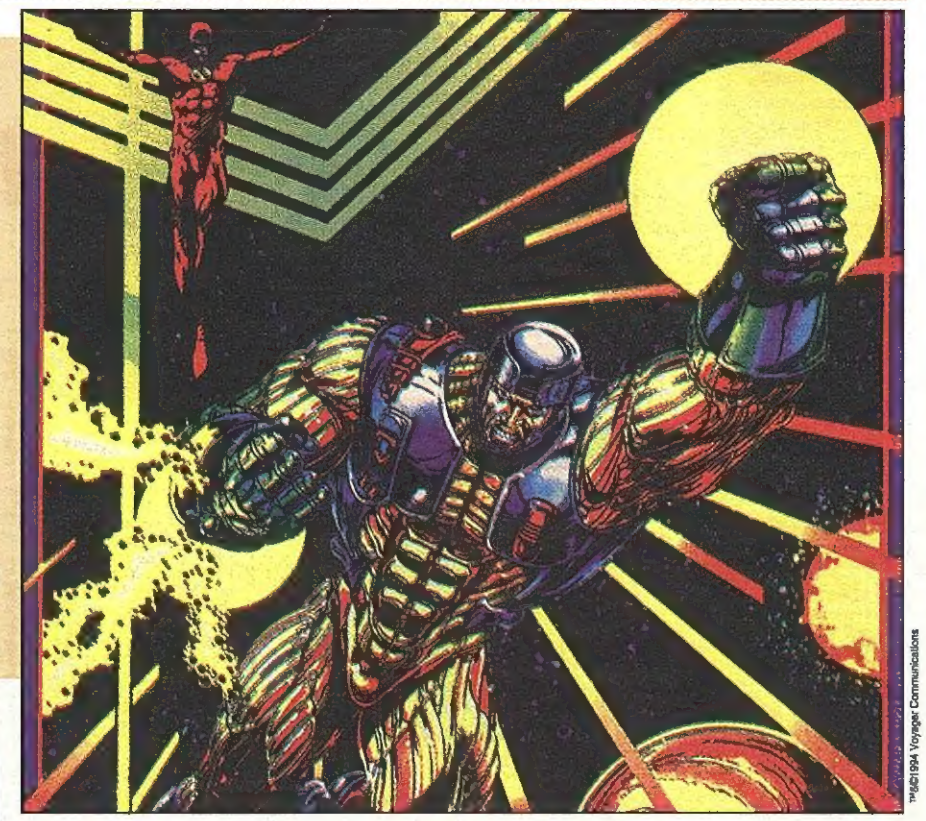
Unity Spawns Solo Adventure

If you read the original Unity limited series from Valiant (or if you've been enjoying the trade paperback reprints), then you may remember that X-O Manowar sort of dropped out of the storyline after being savagely attacked by a bionisaur T-Rex; when he ultimately returned, there was no mention as to how he recovered or what he'd been doing in the meantime. Well, now that enigmatic hole in the storyline is being plugged by *Kevin VanHook* and *Michael Bair* in ***Unity: The Lost Chapters #1.*** This book follows X-O as he recovers from his wounds and becomes a leader in the Lost Land, organizing a crusade against Mothergod's deadliest creations. ***Unity: The Lost Chapters #1,*** the lead-off issue of several books chronicling hitherto-unrevealed aspects of the Unity saga, is scheduled for October release; the 48-page comic is priced at $3.95.



Payback Time!

The Fantastic Four, it seems, is no more! That leaves Ben Grimm on his own—which means that he can put aside the team's interest and pursue a very personal matter that's been bothering him for a while now. Months ago, Wolverine disfigured the Thing when he slashed him with his adamantium claws... and now Ben would like to return the favor by rearranging Wolverine's features a bit. The result is a superhero slugfest par excellence, and you can see the entire match in the pages of ***Fantastic Four #395,*** courtesy of *Tom DeFalco, Paul Ryan,* and *Dan Bulanadi.* The bout is slated for October 27th; get to your local comic shop early for the best seats!

CSNsider

Marvel has reached an agreement with Kiss to produce more Kiss comics under their Marvel Music imprint; Marvel produced two ***Kiss*** books in the 1970's, one of which was printed with ink that was supposedly laced with *Gene Simmons'* blood (boy, you wouldn't see anyone trying that gimmick today!)... A ***Crow/Faust*** crossover by *James O'Barr* and *Tim Vigil*? Could be!... Fleer has scheduled a second ***Ultra X-Men*** series for December, to be followed by a ***Flair Series Two*** in February or March... *Steve Gerber,* writer of ***Sludge,*** has announced that *Mike Ploog* has signed on as artist for ***Sludge: Red Christmas,*** an Ultraverse one-shot slated for November release... Look for a major Ultraverse crossover series, ***GodWheel,*** in early '95... Marvel is negotiating with the Elvis Presley estate to produce Elvis-related comics under their Marvel Music banner... *Kurt Busiek, Rob Liefeld,* and *Danny Miki* are handling the creative honors for ***Youngblood: Year One***... If you think you've heard of all the ***Zero Hour*** spinoff series, think again: there's another new superteam title on its way late this year or early next year... Defiant has announced that ***Prudence and Caution*** has gone on hiatus after the second issue; the book will probably rejoin the Defiant line-up sometime next year... Look for a new ***Vertigo Trading Card Series*** from Skybox in November...

Perez Turns Extreme-ist

CSN has already told you about *George Perez*'s ***Gladiator*** twelve-issue maxiseries that he's doing for Image—but as it turns out, that won't be his first Image work. He's just finished work on a multi-character poster depicting Supreme and forty-three other Extreme Studios heroes, including members of Youngblood, Brigade, Bloodstrike, and the Berzerkers. While Perez is working on Gladiator, he will do other work for Extreme as well. "He'll be illustrating more covers and posters for us in the near future," *Rob Liefeld* said, "including the Youngblood and Team Youngblood illustrations for Youngblood Battlezone." The ***Extreme Studios Poster*** is scheduled for November release.

The Magnificent Seven

Grifter, Backlash, Deathblow, Lynch, and Dane: nowadays, everyone knows them as superheroes who star in various Wildstorm books. Before they became superheroes, though, they were some of the toughest commandos on earth—and it was here that they learned the skills that made them so deadly even without their powers. Readers will have a chance to meet the pre-superhero incarnations of these characters in ***Team 7,*** a new limited series by *Chuck Dixon, Aron Wiesenfeld,* and *Trevor Scott.* The four-issue series will depict Team 7's transformation from commandos to superhumans, revealing how they came to form the backbone of such teams as WildCATs, Stormwatch, and Wetworks. ***Team 7 #1,*** a $2.50 comic, is scheduled for October release.

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Editorial Office:
2339 Milstead Circle
Marietta, GA 30066
fax (404) 973-6949
Business Office:
1266 W. Paces Ferry Rd. #445
Atlanta, GA 30327
(404) 261-8101
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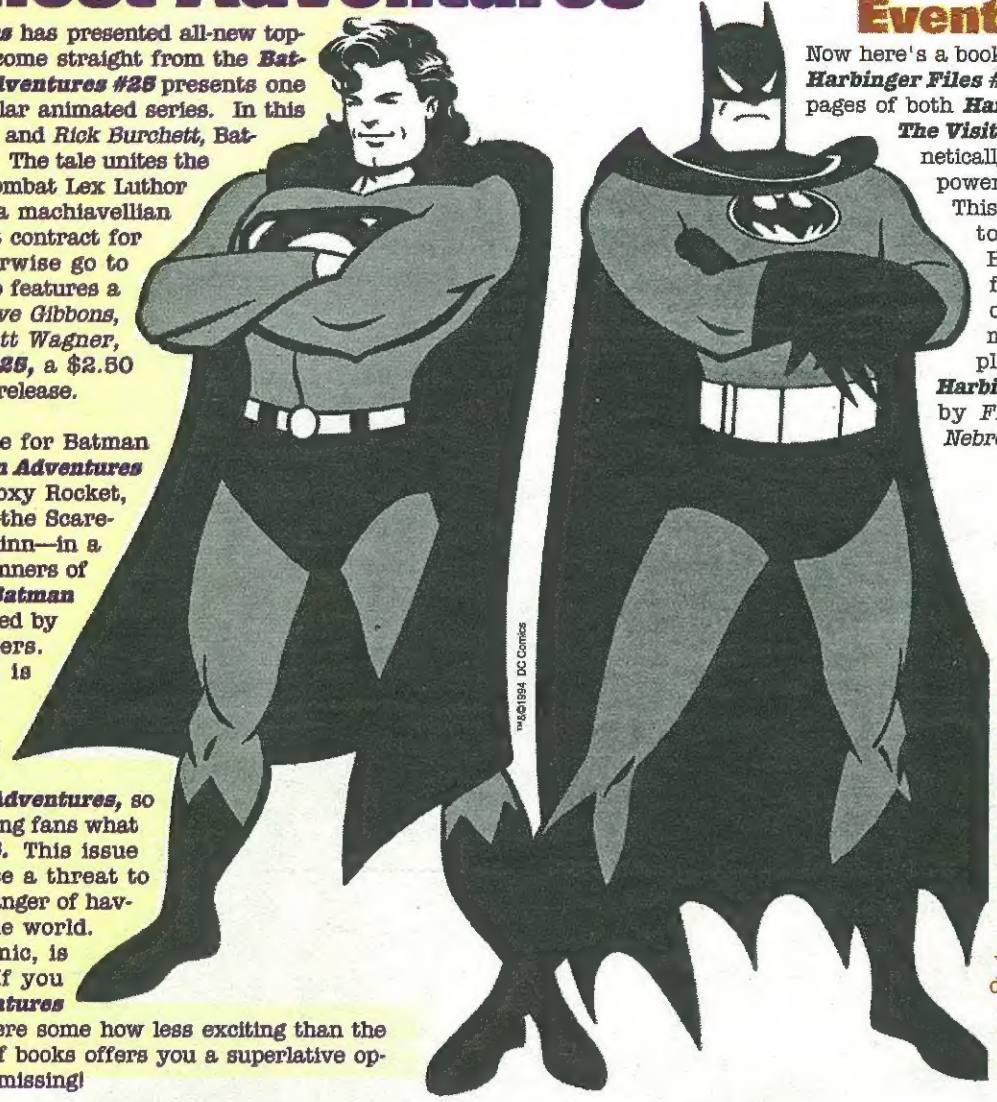
World's Finest Adventures

In its two-year run, ***Batman Adventures*** has presented all-new top-notch Batman stories that could have come straight from the ***Batman Animated Series***—but ***Batman Adventures #25*** presents one story that you'll never see on the popular animated series. In this story by *Kelley Puckett, Mike Parobeck,* and *Rick Burchett,* Batman meets Superman for the first time. The tale unites the Man of Steel and the Dark Knight to combat Lex Luthor and his pawn, Maxie Zeus, who have a machiavellian scheme to take a lucrative government contract for LexCorp—a contract that would otherwise go to Waynetech. This extra-length issue also features a pin-up section featuring artwork by *Dave Gibbons, Mike Mignola, Kevin Nowlan,* and *Matt Wagner,* among others. ***Batman Adventures #25,*** a $2.50 comic, is scheduled for September 15th release.

That's not the only excitement in store for Batman fans, though. Two weeks later, ***Batman Adventures Annual #1*** introduces a new villain, Roxy Rocket, who joins some pretty vile company—the Scarecrow, the Ventriloquist, and Harley Quinn—in a story by *Paul Dini* and *Bruce Timm* (winners of the Eisner Award for their acclaimed ***Batman Adventures: Mad Love***), who are assisted by *Matt Wagner, Klaus Janson,* and others. The 64-page annual, a $2.95 book, is scheduled for September 29th release.

You want still more? Well, howsabout Batgirl? Fans have continually requested her return to the pages of ***Batman Adventures,*** so Puckett, Parobeck, and Burchett are giving fans what they want in ***Batman Adventures #26.*** This issue spotlights Batgirl and Robin, who face a threat to Gotham University and are in serious danger of having their true identities exposed to the world. ***Batman Adventures #26,*** a $1.50 comic, is scheduled for October 6th release. If you haven't previously tried ***Batman Adventures*** because you assumed that its stories were some how less exciting than the regular Batman stories, then this trio of books offers you a superlative opportunity to discover what you've been missing!

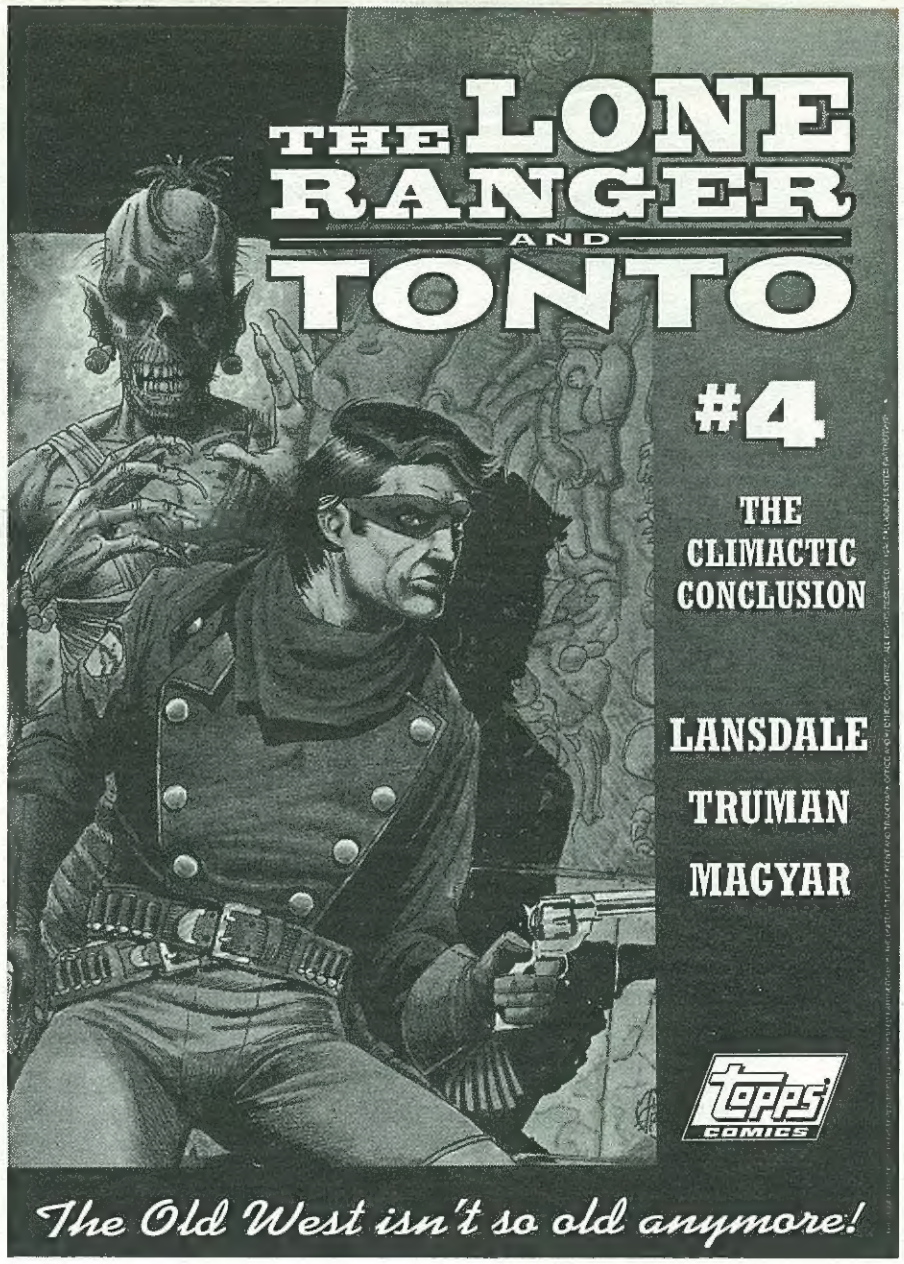


A Harbinger of Upcoming Events in Harbinger

Now here's a book that Valiant fans won't want to miss! ***Harbinger Files #2*** is a harbinger of big events in the pages of both ***Harbinger*** and the upcoming Valiant title ***The Visitor.*** In this issue, fans will meet a genetically engineered warrior with unstoppable powers known simply as "The Harbinger." This mysterious character, the product of a top-secret experiment conducted by Harada years before, has been seen before in the Valiant Universe; he will go on to be one of the stars of the regular monthly title ***Harbinger*** as well as to play an important role in ***The Visitor.*** ***Harbinger Files #2,*** a $2.50 comic produced by *Fred Pierce, John Ross,* and *Ruby Nebres,* is scheduled for October release.

The Empire's Metal of Honor

The Empire steels itself for another strike in Metallic Impressions' ***Star Wars: The Empire Strikes Back Metal Card Set.*** The series, featuring twenty images from the second ***Star Wars*** film, is produced via Metallic Impressions' special process that blends photography and graphics on embossed metal cards. ***The Empire Strikes Back Metal Card Set,*** which is packaged in its own special metal box and includes a certificate of authenticity, is priced at $64.95; since there will only be 19,950 total sets produced, you might want to talk to the friendly folks at your local comic shop ASAP to make sure that you don't miss out (and tell 'em that you heard about it in ***CSN,*** okay?).



Ultraverse Prepares Comics Takeover

Think business news is somewhat dull? Then you obviously don't live in the Ultraverse, where stock quotes and merger news blends with ultra-slugfests and superteam takeovers. **Hostile Takeover,** a five-part story running through several Ultraverse titles in September, proves that business can be exciting, physical... and potentially deadly.

The focus of **Hostile Takeover** is UltraTech, the company responsible for devising the Prototypes. UltraTech's old CEO, Gordon Bell, is back in charge... but he's not the old Gordon Bell. Instead, his psyche has been transferred to a state-of-the-art Prototype 2000 cyborg body. This puts him in prime position to defend himself against J.D. Hunt, owner of NuWare, and his secret backer Rex Mundi, who have decided to use every business and ultra-means at their disposal to take over UltraTech before it becomes a threat to their Ultra activities. And there's also the menace of Solitaire's father, Anton Lone to contend with.

The story begins in ***Prototype #15***, where Bell, in his new body, regains control of his company. From there, it continues into ***The Night Man #18, Solitaire #10, The Solution #15,*** and ***Giant-Size Prototype #1.*** "**Hostile Takeover** is a great way to learn about how the business world works in the Ultraverse," ***The Solution*** writer *James Hudnall* said. "Kind of like ***Barbarians at the Gate,*** with ultras."

"**Hostile Takeover** is the comic book and business story I've been dying to write for years," ***Prototype*** author *Len Strazewski* said. "In this four-part arc we'll resolve which is worse: a super-villain or a chief executive officer of a major corporation!"

Just how major a storyline is **Hostile Takeover**? According to editor *Roland Mann*, "There will be some changes that occur that will affect the entire Ultraverse fro here on out." Readers will have a chance to find out just what that effect is in early September, when **Hostile Takeover** begins.

Verotik Explores the Horror Biz

Verotik entered the comics/fantasy field with a splash with their recent *Frank Frazetta* art book, ***Illustrations Arcanum***—but they aren't just a one-shot wonder. Not only do they have other books in the works, but they also have an ongoing horror anthology slated to debut this fall. Verotika features erotic horror tales by a variety of creators, including *Simon Bisley*, who is illustrating the lead story and supplying the cover for the first issue. Bisley, along with writer *Glenn Danzig*, introduces Satanika, a new horror-heroine. Other contents include "Surprise" by ***Chaingang*** novelist *Rex Miller* and *Mark Evans*, and "Demonlover" by former *Swamp Thing* writer *Nancy Collins* and *Stephen Sadowski*. ***Verotika #1***, a 32-page $2.95 full-color comic intended for mature readers, is scheduled for October release.

Renovating the Castle

How did Frank Castle transform from a law-abiding citizen to the epitome of vengeance, the Punisher? Oh, almost every Marvel reader knows the story of the murder of Frank's family—but ***Punisher: Year One,*** a new four-issue limited series, offers the first in-depth look at the events behind Frank Castle's transformation. "For the first time ever, never-disclosed details on what really happened that day in Central Park are revealed!" Marvel's *Kevin Tang* said. "Readers will witness the stillness of a tranquil day erupt with the roar of gunfire, and the life of one man completely shatter. You'll share the anger and frustration of Frank Castle as the system fails to deal out justice for the murder of his family and his resurrection as a lone killing machine. The birth of the Punisher!" ***Punisher: Year One*** is written by *Dan Abnett* and *Andy Lanning*, the writers of Force Works; they are joined by former Marvel UK artist *Dale Eaglesham*, making his Punisher debut. ***Punisher: Year One #1***,a $2.50 comic, is scheduled for October 6th release

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Roland Mann

by Cliff Biggers

Roland Mann got his start in comics as a writer, but more recently, fans have known him as one of the editors of Malibu's Ultraverse line, where he's responsible for such titles as Night Man, Prototype, Sludge, Strangers, and Warstrike. He recently took a few minutes from his very hectic schedule to talk about upcoming events in his Ultraverse titles, including the "Hostile Takeover" storyline running through several titles next month; he also talked about his return to writing comics with a new Battletech series to be published by Malibu.

There's a lot of talk about a Malibu-DC crossover; how is that shaping up?

We haven't really started talking about characters for that yet. Mainly what's happened is that the legal work and paperwork has gone through so that their people and our people agree that it can work. We're working on the particulars right now. There's really no secret decision, as a lot of people think there is; basically, their ties have shaken hands with our ties and agreed on the business end, and now they've said that our editorial staff should talk to their editorial staff and decide what to do.

The ***Star Trek: Deep Space Nine/Star Trek: The Next Generation*** crossover that Malibu is doing with DC did a lot to help open channels for this one. This was actually a lot easier; the ***Star Trek*** stuff took a lot longer and was much more complicated, because they weren't our characters, so we had to get approval from Paramount.

Here at Malibu, we're shooting for a summer of '95 release date for the crossover; we're not sure if that's going to be possible or not, though, because we haven't had a chance to discuss the schedule with DC. We still have a lot of work to do on this; we have our personal favorites in the office, both for characters and for creators, but a lot of it is just going to be determined by who's available and when, both on our end and on their end.

Right now, we're probably going to plan on each company producing their own book, as we've done with the ***Star Trek*** crossover. It'll sort of depend on who the characters are and what sort of situation brings them about; some stories might be best served by a two-parter, and others might not.

You're deeply involved in the "Hostile Takeover" storyline; is this series going to result in any major changes in the characters?

Well, although things will change, I can assure you that none of the books end. The story wraps up in ***Giant-Size Prototype #1.*** Contrary to rumors, that isn't the end of Prototype; the penciller is already working on ***Prototype #14***, and then I have a guest artist for #15, and I already have Len Strazewski's script for #17 in hand.

The biggest change is... well, before I give anything away, let me give you some background. This story boils down to J.D. Hunt and NuWare versus Stanley Leland and UltraTech. Gordon Bell, who is Stanley Leland's boss, makes an appearance at last in this series; we've never seen him except in holograms, so some people had assumed that Bell wasn't alive. In this story, Bell does return—and he returns as Prototype 2000. And I can tell you that the Prototype 2000 armor is going to be around after "Hostile Takeover" is completed...

Gordon Bell is responsible, after Leland is removed from this storyline, for control of UltraTech; it is his mismanagement and J.D. Hunt's business savvy that really causes the two corporations to knock heads. Basically, Hunt is a smarter man than Bell is, and he uses the Ultras as pawns for his corporate takeover.

How did this storyline come about? Comics and business haven't been a typical mixture in the past...

It happened, quite honestly, because at our last writer's conference, the writers got to talking and they realized that there was a possibility that a couple of the corporations were becoming too strong. As Ultra territory disappeared, a couple of these corporations were bound to bump heads. Because the two corporations at the forefront were NuWare and UltraTech, they seemed like the logical choices. The writers said that it was inevitable that they would run up against one another; then the writers got to talking about what would happen and what steps the corporations would probably take to get rid of the other. The consensus was the J.D. Hunt would use his smarts to accomplish his goals rather than just trying to muscle through, so he's the driving force behind the whole thing. And I can assure you that he'll remain a major force in the Ultraverse after this storyline... at the risk of giving things away, I can say that J.D. Hunt will probably come out on top of things...

What's in the works for Sludge?

Well, Aaron Lopresti is leaving the book after ***Sludge #12;*** we have a fill-in artist for the thirteenth issue, then we have a special Sludge Christmas story for our December issue. We're talking to someone special for this book, but we don't have confirmation yet, so I can't say who it is. After that, we're looking at lining up someone new to take over the book as regular artist, but we have a little time left before we have to make a decision.

One thing we're really working on with Steve Gerber is overcoming Sludge's sporadic shipping schedule. We'll probably ship three issues of Sludge over the next two and a half months to get it back on schedule. After that, we'll try to keep it on schedule; by November, we expect to have it back up to full speed.

Sludge #12 features a Prime crossover story; Aaron is the driving force behind this one. It was Aaron's idea to bring these two guys together—and then he got to thinking about what would bring these two guys together. He's having a lot of fun with it.

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GO NUTS!!

What's Aaron doing once he leaves Sludge?

He's going on to do ***Lord Pumpkin***, which we have coming up in October. It's going to be a very cool story. Lord Pumpkin has really taken off in the Sludge story; we had it in the background that we would do a Lord Pumpkin story for October anyway, but once Lord Pumpkin took off in ***Sludge,*** we decided to do a special book instead. When Aaron heard that we were talking about it, he said, "I gotta do it!"

It goes into the background history of Lord Pumpkin, but it updates us at the same time, showing what's happened since his last appearance in ***Sludge.***

From there, Aaron is going on to do an ***Elven*** miniseries. It'll follow the ***Elven #0*** that reprints the stories from ***Ultraverse Premiere.***

The Strangers have been one of the most popular Ultraverse books; are there any big changes in store for that series?

There's a classic Englehart epic coming up in the near future—actually, I think the current issues lay the groundwork for that storyline, which will wrap up in December. We'll actually have a ***Strangers Annual*** and ***Night Man Annual*** in December, wrapping up this long storyline—and yes, ***Night Man*** will cross over with the ***Strangers*** that month. These annuals will offer fifty pages of story and art, so this is definitely a *big* storyline...

Any plans to cross over the Strangers with the Ultraverse's other big super-team, UltraForce?

Not yet... I would be a strong voice to say that it will definitely happen at some point, but not yet. We don't want to get into that too early; we want ***UltraForce*** to get on its feet first, and we have things in mind for Strangers that we have to wrap up. After that, a crossover is certainly possible.

And what's happening with Warstrike?

We're having a "Godwill" crossover story arc in January; one of the titles it will involve is ***Warstrike.*** I can tell you this: there will be *big* changes in store for Warstrike. And we're talking very, *very* big here—oh, we're not going to kill him or anything, but there are major changes in store. I can't say just what they are yet... but you won't want to miss it.

Have you found any time to write anything, or is editing taking up all your time?

Actually, I am writing something: the ***BattleTech*** series that Malibu is doing. Mark Paniccia is the editor; when the ***BattleTech*** project came up, I begged for the opportunity to submit some proposals, and it just happened that Mark, the FASA guys, and I hit it off, so I'll be writing the series. I played a few games in college, so I was familiar with ***BattleTech,*** and I'm really excited to be writing the series.

Right now, plans are that the series will debut in December, although it could be pushed back to January '95. There's an animated ***BattleTech*** series that begins in September, and one of the things that we want to do is get in with the animated series—because, believe it or not, the comic book series does have ties with the animated series. I don't want to say that they cross over or anything like that, but events in the animated series spur the comic book series. It's been fun coordinating the comics with the animated series.

The people producing the animated series are very dedicated to the concept; they have thirteen or fifteen episodes planned, and they send me nutshell descriptions of each so that I'd know where they were going with the series.

I don't know if Mark has chosen an artist for the book yet; I know he's looking at several artist proposals right now, but I'm not sure if an artist has been chosen or not.

We're going to try to focus more on individual characters within the BattleTech setting. For a newcomer, ***BattleTech*** is a very confusing universe—there's so much happening! I want to focus on a small section of that, showing what happens there. We can educate comic book readers to the BattleTech Universe as we go along; I don't want to try to throw in all the BattleTech history in the first issue, because that would really confuse readers. We'll learn about the Clans and the Federated Commonwealth and all that as we go along.

CSN READER SURVEY

Over 600,000 copies of *Comic Shop News* are distributed each month to the most dedicated comics fans in the best shops everywhere. We'd like to know more about you, our readers. This information will be of great use to us and the survey results will be passed on to representatives of all the leading comic companies as well, so we hope you'll take a few moments, fill it out (photocopies are fine) and mail it to:

CSN Reader Survey
2339 Milstead Circle
Marietta, GA 30066

As an added incentive, all surveys that are complete and received by October 1, 1994 will be eligible for a drawing for a copy of *X-0 Manowar #0* Gold Edition!! Prize generously provided by Valiant. Winning survey must include your name and address and your store's name and address to be eligible. Otherwise, answers to all questions are optional. Only one entry allowed per reader, however we encourage you to copy the survey for your friends to fill out as well.

Your Name_____ Store Name_____
Address_____ Address_____
_____ _____
City_____ State_____ City_____ State_____
Zip_____ Zip_____

You must complete above to be elegible for the drawing for the *X-0 Manowar* Gold Edition!

Part one:

Your age:_____
Sex ❒ male ❒ female
Race_____
Are you: ❒ single ❒ married ❒ divorced
Do you live with your parents?_____
If not, do you ❒ rent or ❒ own your own home?
Are you in school? ❒ yes ❒ no
What is the last grade completed:
❒ K-5th ❒ 6-8th, ❒ 9-10th, ❒ 11-12th,
❒ college (how many years?_____)
❒ graduate and/or professional
Occupation?_____
_____
If you are still in school, do you work part-time? ❒ yes ❒ no
If yes, do you work ❒ after school, ❒ summers or ❒ both.

Part two:

How long have you been buying new comics? ❒ less than a year ❒ 1-2 years, ❒ 3-4 years, ❒ 5-7 years, ❒ 8-10 years, ❒ 11-15 years, ❒ 16-20 years, ❒ 21-30 years, ❒ 30-plus years

How many comic shops do you visit regularly? ❒ 1 ❒ 2 ❒ 3 ❒ 4 ❒ 5 or more

How often do you go to a comic shop?
❒ twice a week or more ❒ once a week
❒ two to three times a month ❒ once a month or less often.

How much do you spend on new comics **each week**? ❒ $1-$5 ❒ $6-$7, ❒ $8-$10 ❒ $11-$15 ❒ $16-$20 ❒ $21-$25 ❒ $26-$30 ❒ $31-$40 ❒ $41-$50 ❒ $51-$75 ❒ $76-$100 ❒ $101 or more per week.
Do you buy back issues? ❒ yes ❒ no
If yes, how much do you spend each week on back issues: ❒ $1-$5 ❒ $6-$7, ❒ $8-$10 ❒ $11-$15 ❒ $16-$20 ❒ $21-$25 ❒ $26-$30 ❒ $31-$40 ❒ $41-$50 ❒ $51-$75 ❒ $76-$100 ❒ $101 or more per week.

Do you buy games and accessories?
❒ yes ❒ no
If yes, how much do you spend each week on back issues: ❒ $1-$5 ❒ $6-$7, ❒ $8-$10 ❒ $11-$15 ❒ $16-$20 ❒ $21-$25 ❒ $26-$30 ❒ $31-$40 ❒ $41-$50 ❒ $51-$75 ❒ $76-$100 ❒ $101 or more per week.

Do you attend any comic conventions?
❒ yes ❒ no
If yes, how many per year: ❒ 1 ❒ 2 ❒ 3 ❒ 4 ❒ 5 or more
Do you buy new comics at conventions?
❒ yes ❒ no
If yes, how much would you spend on new comics only at each convention?
❒ $1-$5 ❒ $6-$7, ❒ $8-$10 ❒ $11-$15 ❒ $16-$20 ❒ $21-$25 ❒ $26-$30 ❒ $31-$40 ❒ $41-$50 ❒ $51-$75 ❒ $76-$100 ❒ $101 or more per convention.

Other than *Comic Shop News* do you pick up any of the other comics-related publications? ❒ yes ❒ no

If yes, which ones: ❒*Comics Buyer's Guide* ❒*Advance Comics* ❒*Previews* ❒*Comics Scoreboard* ❒*Wizard* ❒*Marvel Age* ❒*Hero Illustrated* ❒*Comics Interview* ❒*Direct Currents*

What was the *first* comics publication you read when you started buying comics? ❒*Comic Shop News* ❒*Comics Buyer's Guide* ❒*Advance Comics* ❒*Previews* ❒*Comics Scoreboard* ❒*Wizard* ❒*Marvel Age* ❒*Hero Illustrated* ❒*Comics Interview* ❒*Direct Currents* ❒other_____

In general, where do you learn about upcoming comics? ❒*Comic Shop News* ❒ your retailer ❒posters in the shop ❒your friends ❒*Comics Buyer's Guide* ❒*Advance Comics* ❒*Previews* ❒*Comics Scoreboard* ❒*Wizard* ❒*Marvel Age* ❒*Hero Illustrated* ❒*Comics Interview* ❒*Direct Currents* ❒publisher displays at conventions ❒other_____

Where are you most likely to see advertising for upcoming comics? ❒*Comic Shop News* ❒posters in the shop ❒*Comics Buyer's Guide* ❒*Advance Comics* ❒*Previews* ❒*Comics Scoreboard* ❒*Wizard* ❒*Marvel Age* ❒*Hero Illustrated* ❒*Comics Interview* ❒*Direct Currents* ❒publisher displays at conventions ❒other_____

How often do you pick up *CSN*? ❒every week, ❒three times a month, ❒twice a month, ❒once a month or less

Part three

Which is more important in deciding what to buy? ❒the company that publishes it ❒the writer/artist involved ❒the character in the comic ❒other?_____
_____

Do you buy more comics now or before you started reading *CSN*? ❒now ❒before I started reading *CSN*.

Do you read the ads in *CSN*?
❒ yes ❒ no

What is your favorite feature in *CSN*?
❒ CSNsider ❒ Hot Picks ❒ Checklist
❒ Interviews ❒ Charts ❒ other_____
_____

What feature would you like to see us add to *CSN*? _____
_____

Does your store carry enough copies of *CSN* each week? ❒ yes ❒ no

When deciding which comic shop to frequent, are you more likely to choose the shop that carries *CSN*? ❒ yes ❒ no ❒ It doesn't matter.

Would you drive past a shop that doesn't carry *CSN* to get to a shop farther away that does? ❒ yes ❒ no

Additional comments:_____
_____
_____
_____
_____
_____
_____

SEPTEMBER HOT PICKS!

by cliff biggers

The summer's coming to an end... school's starting back... but that doesn't mean that publishers are cutting back on the quality books that they're putting on the stands every week! The summer's biggest event, Zero Hour, continues into September with Zero Month; Marvel has their biggest new series debut of the year; Image debuts one of the most offbeat comics events ever —but that's not all that makes September memorable! Here are two dozen must-have comics and comics related items that every collector will want to take a close look at.

ARCHIE'S SUPER TEENS 1

(Archie, $2.00)

Pureheart the Powerful and his superteen friends return in this 48-page one-shot from Archie that mixes new material and reprints. This mixture of Archie teen adventure and superhero action should have a strong cross appeal—and the pull-out poster from Stuart Immonen will only make this book's shelf-life even shorter!

BADROCK & COMPANY 1

(Image, $2.50)

The most popular member of Youngblood takes on a significant portion of the Image Universe, it seems, in this new miniseries guest-written by Andy Mangels, Keith Giffen, and others and illustrated by Extreme Studios' new art discovery, Todd Nauck. The emphasis may be on superhero punchouts, but the the book's charm is the wit that the guest-writers bring to the confrontation. And as for Nauck... well, you can pick his work up now at cover price, or you can pay big bucks for it a few months down the line, when he's a fan-fave!...

™&©1994 Extreme Studios

BATMAN ADVENTURES ANNUAL 1

(DC, $2.95)

Paul Dini and Bruce Timm, Emmy-Award-winning members of the creative team for ***Batman: The Animated Series,*** return to comics with this 64-page annual that features Harley Quinn, the Scarecrow, and the Ventriloquist, among others—but it's Dini and Timm who are the real stars. The last time these two worked on a Batman Adventures comic, the result was the Harvey Award-winning ***Mad Love***; this time, they're joined by Mike Parobeck and Matt Wagner, making this one of the most memorable Batman books of the year.

CARTOON HISTORY OF THE UNIVERSE VOLUME TWO

(Bantam, $16.95)

It's here! It's here! At long last, Larry Gonick's ***Cartoon History of the Universe*** continues in a massive 320-page volume that focuses on India, China, Rome, and Palestine. Gonick's mixture of comic art, irreverent wit, phenomenal storytelling, and carefully-researched history made the first volume a perennial comics favorite; you can be sure that everyone who enjoyed the original book will have to have the second volume as well. Thankfully, Bantam will keep this one in print—but if you want a first edition, you'd better grab a copy as soon as you see it!

CHAOS EFFECT EPILOGUE: PART 1

CHAOS EFFECT EPILOGUE: PART 2

(Valiant, $2.95@)

Magnus explores modern-day New York in this two-part series that focuses on the Robot Fighter's mysterious disappearance during ***The Chaos Effect***. ***Chaos Effect*** posted the best sell-through of almost any summer comics event, so there's an eager audience out there for this ***Chaos Effect*** continuation. Kevin VanHook and Louis Small have also created a compelling Magnus story that will be a must-have for readers of the Robot Fighter's own book as well as fans of ***Harbinger.***

DARK HORSE PRESENTS 89

(Dark Horse, $2.50)

Mike Mignola's **Hellboy: The Wolves of St. August** continues in this issue of Dark Horse Presents—and if you remember how quickly every issue of ***Hellboy*** sold out, then you know why this one's on the Hot Picks list. Mignola was once praised as an artist's artist—but it's obvious that he's a comic fan's artist as well!

DETECTIVE COMICS 0

(DC, $1.50)

The enigmatic "dark episode in Batman's past" comes to light in the final Batman zero issue—and it all paves the way for someone new to don the Batman costume! If you thought that the Batman creative team had done it all in Knightfall and KnightsEnd, then you've got another think coming. Batman #0 sold out almost everywhere within days of publication—and the excitement's going to continue into this zero issue finale.

FANTASTIC FORCE 1

(Marvel, $2.50)

Delayed from last month, ***Fantastic Force #1*** unleashes a new superteam led by Franklin Richards, a.k.a. Psi-Lord. This new titles ties to the Fantastic Four are obvious—the Black Panther shows up in the first issue, and their first adversaries are the Frightful Four—but upcoming stories will take a more cosmic approach. The first issue features an eye-catching foil-stamped cover, but it's the Fantastic Four inspired superteam that's going to make this book a hit with fans.

FATE 0

(DC, $1.95)

There's a new Fate in town... and he's nowhere nearly as pleasant as the old Doctor Fate. He's Jared Stevens, a soldier of fortune who, aided by Kent and Inza Nelson, transforms Fate's helmet into a golden blade that he uses to cut away the evil that threatens the DC Universe. The mystical edge is still here, but there's a lot more action in this series, thanks to writer John Francis Moore and artists Anthony Williams and Andy Lanning.

FLASH 95

(DC, $1.50)

"Terminal Velocity," the most important Flash storyline in years, begins here—and by the time it's over in early '95, this book is going to be as hard to find as ***Green Lantern #48***! Wally West has seen his own death... and before his time comes, he intends to prepare Bart Allen, inheritor of the Flash mantle, for his role as DC's premiere speedster. DC's done it before with Batman, Superman, and Green Lantern; now they're making Flash a major comics superstar once again, just as he was in the earliest days of the Silver Age.

GENERATION X 1

(Marvel, $3.95)

It's Marvel's first original mutant series debut in three years—and that's enough to guarantee it a hot pick by itself. That's not all that ***Generation X #1*** has going for it, though; it also has a superb creative team (writer Scott Lobdell and artist Chris Bachalo) and Marvel's first-ever chromium cover. ***GenX*** gets back to the essence of Marvel's original mutant concept: teenagers in a special school in order to learn to use their mutant abilities for good. Professor X has been replaced by a new teaching team of Banshee and the White Queen,though, which should make class very interesting indeed...

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GUARDIANS OF METROPOLIS 1

(DC, $1.50)

The classic Jack Kirby characters of the Guardian and the Newsboy Legion star in their own miniseries that's both a Superman-family book and a tribute of sorts to the creative genius of Jack Kirby. The adventure ranges from Earth to the Kirby-created world of Apokolips as fans at last learn the truth about the Guardian's past. From the 40's through the 80's, Kirby's rich imagination supplied DC with a wealth of concepts, many of which play an important role in the modern Superman mythos; it's nice to see his contributions acknowledged again in this miniseries.

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JUSTICE LEAGUE TASK FORCE 0

(DC, $1.50)

Ready for a *new* Justice League? Well, J'onn J'onnz isn't sure that he's ready to train a new team of superheroes... but if he doesn't do it, then it won't get done. As a result, the Martian Manhunter becomes the mentor to a team of novice superheroes, including the Ray and Triumph, as they try to transform themselves into a team deserving of the Justice League name.

MADMAN X 50 BUBBLEGUM NOT INCLUDED CARD SET

(Legend/Dark Horse, $14.95)

Michael Allred's ***Madman*** is the inspiration for this new fifty-card series illustrated by a variety of comics art talents. The real star of the series is Madman himself, though; this eccentric hero has become a favorite of readers who enjoy offbeat comics—and the fact that this card series is available as a complete set rather than in packs will make it far more appealing to fans who don't want to invest in pack after pack to try to complete the set.

MANHUNTER 0

(DC, $1.95)

Not only does this Manhunter hunt men, he's also willing to kill them if he has to. His mission is to save souls from becoming the prey of a legendary creature known as the Wild Huntsman—

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MARVEL'S LATEST, GREATEST ANIMATED TV SERIES IS ALSO MARVEL'S TWOEST NEWEST COMICS

MARVEL ACTION HOUR

STARRING IRON MAN AND THE FANTASTIC FOUR, THE HEROES EVERYONE IS WATCHING!

Also, check out the IRON MAN/FORCE WORKS COLLECTORS' PREVIEW for a complete episode guide of the Animated Series' first season plus a look at the ACTION HOUR toy line!

and he won't rule out killing the body if it's necessary to keep the soul of of the Wild Huntsman's grip. Chase Lawler is the newest hero to carry on the Manhunter tradition in this exciting new series by Steven Grant and Vince Giarrano.

OH MY GODDESS! 1

(Dark Horse, $2.50)

Imagine that a beautiful goddess granted you a single wish... That's the situation that Morisato finds himself in—and an off-the-cuff wish for a goddess of his own like Belldandy creates far more trouble than Morisato ever imagined in this six-issue series based on the popular Japanese anime. ***Oh My Goddess!*** captures the wit and charm of such perennial anime favorites as ***Lum*** and ***Ranma 1/2*** in a clever fantasy storyline; its popularity as an anime should guarantee a ready-made audience for the comic book.

REBELS '94 0

(DC, $1.95)

Vril Dox, Lobo, and Stealth were once members of the respected LEGION—but now they're fugitives from the organization that they helped create. ***REBELS '94*** continues where the earlier ***LEGION*** left off; in this post-Zero-Hour world, though, the LEGION has been corrupted by Lyrl Dox, who has other plans for the group... and for the renegades who have left it to form REBELS. The harsher edge evident in this new series should make ***REBELS*** far more appealing to the fans who thought Lobo's role in ***LEGION*** was too tame.

™&©1994 Conde Nast

SHADOW & THE MYSTERIOUS THREE

(Dark Horse, $2.95)

Michael Wm. Kaluta returns to the Shadow, along with co-writer Joel Goss—and while we won't get to enjoy the lovely Kaluta Shadow art that fans have enjoyed for over twenty years, Dark Horse has found an exciting new art team that's sure to please the pulp hero's aficionados. Stan Manoukian and Vince Roucher, hot new French art talents, make their American debut in this book, illustrating three different Kaluta/Goss Shadow short stories. The movie may not have done as well as we (or the producers) hoped, but the Shadow will always have a home in comics!

SHI 4

(Crusade, $2.50)

Bill Tucci's sensuous samurai has become a comics phenomenon and the year's most impressive success story. It seems like, no matter how many copies of ***Shi*** stores order, they just didn't get enough to meet the phenomenal demand for this hard-hitting adventure title. The first issue is already demanding incredible prices in the back-issue market, so savvy speculators will be lining up with action-adventure fans for this one.

™&©1994 Jim Lee

STEPHEN R. BISSETTE'S TYRANT 1

(SpiderBaby, $2.95)

Stephen R. Bissette, acclaimed for his work on ***Swamp Thing*** and ***Taboo***, returns with this meticulously-researched, accurate look at the life and death of a lone Tyrannosaurus Rex. This is Bissette's first new comic series in far too long—and since dinosaurs seem to have a perennial popularity that goes far beyond the comics field, this series is likely to appeal to "civilians" as well as comic fans.

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SANDMAN: A GALLERY OF DREAMS

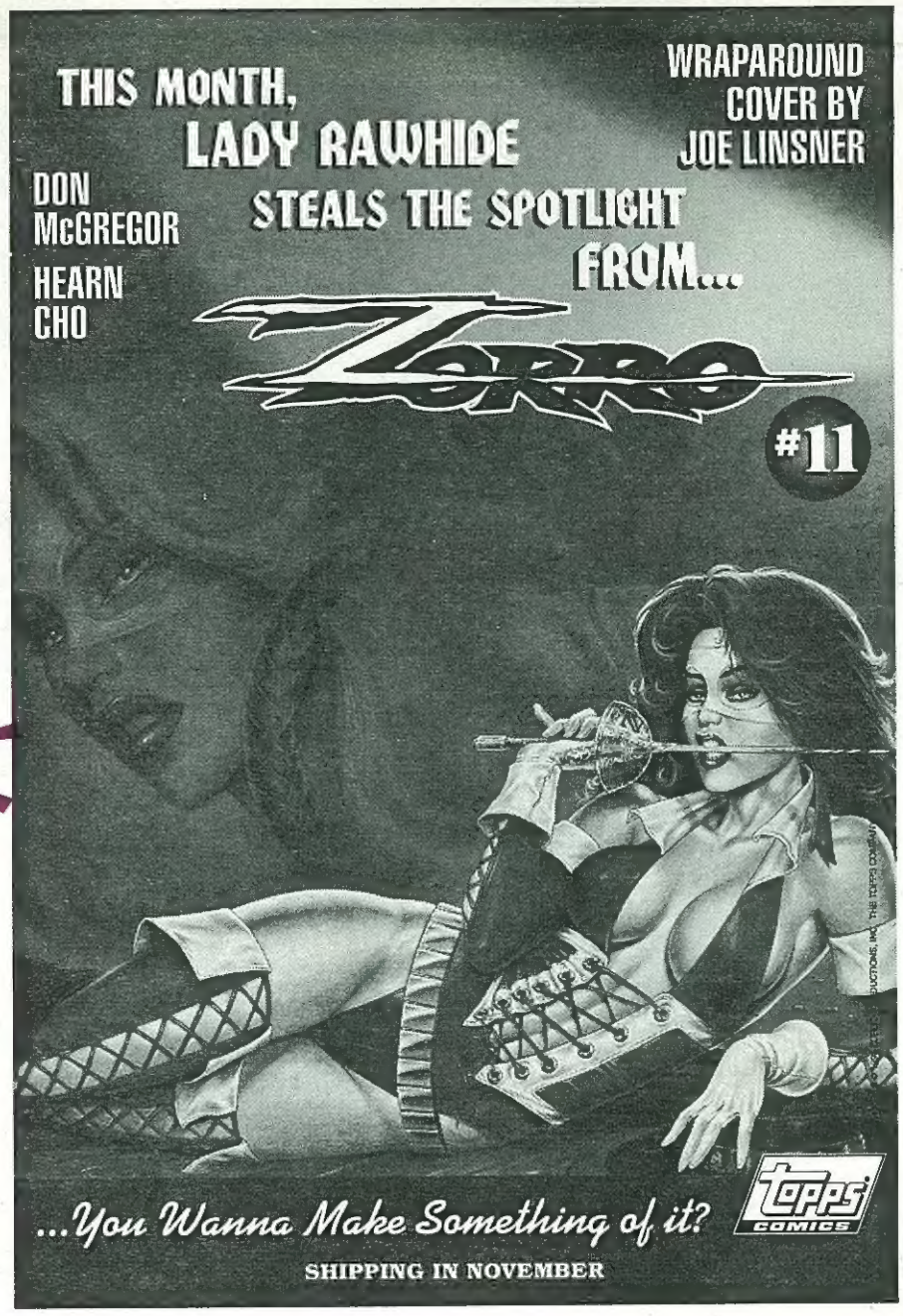
(Vertigo/DC, $2.95)

A variety of top art talents offer their interpretations of Neil Gaiman's Sandman—and the result is the sort of visual treat that Sandman fans won't be able to resist. Eddie Campbell, Tony Harris, Craig Hamilton, Mike Mignola, Moebius, and Jeff Smith are just a few of the artists who contribute to this special one-shot; like the Death Gallery before it, the Sandman Gallery should sell out in short order, so don't miss your opportunity!

OVERLOOKED

For over forty years, Scrooge McDuck has been one of the most beloved stars of the Disney Comics—but it's surprising that comic readers know so little about the tightwad duck's early life. Scrooge has inspired a few speculative "biographies" composed by fans who pieced together tidbits of data from various comic book adventures, but it took Don Rosa to present a comprehensive look at Scrooge's early days in a novel-length comic book story, "The Life and Times of Scrooge McDuck." Since the first part of this tale debuted in ***Uncle Scrooge #285,*** duck fans have been talking about the wealth of information Rosa has packed in this exciting, complex story. If you haven't been reading Scrooge's bio from the beginning, it's not too late: ***Uncle Scrooge #289*** features the fifth part of the storyline—but each part can be enjoyed as a stand-alone tale. Rosa proves that he's the modern-day Barks in a tale that helps to define the character of Scrooge McDuck. *(Gladstone, $1.50)*

SIZZLER!



STRANGERS IN PARADISE 1

(Abstract, $2.75)

Katchoo, Francine, and David return in their own ongoing bimonthly series, and sophisticated comics fans couldn't be happier! Terry Moore's ***Strangers In Paradise***, which focuses on the offbeat interpersonal relationships of these offbeat characters, garnered rave reviews in its original miniseries incarnation; that praise should translate to a strong demand for this new series from Moore's new publishing imprint.

WILDCATS ADVENTURES 1

(Image, $1.95)

Jeff Mariotte and Ty Templeton handle the creative honors for this new series inspired by the WildCATs Animated Series debuting this month on CBS. Lotsa folks underordered on this one, figuring that the animated series tie-in wouldn't appeal to fans of Jim Lee's regular WildCATs title; it's likely that they've underestimated the enthusiasm of Image fans for any new WildCATs book, though...

IN THE CARDS

Blueprints of the Future: Vincent DiFate Trading Cards *(CI, $1.25/pack)* - Fantasy art cards by the Hugo-Award-winning illustrator.

Chris Achilleos Series Two Fantasy Trading Cards *(FPG, $1.75/pack)* - the emphasis is on exotic fantasy women in this new series by Chris Achilleos.

GI Joe 30th Anniversary Salute Trading Cards *(CI, $1.25/pack)* - Ninety-card series featuring GI Joe toys, comic art, animation highlights, and previews of upcoming Joe-related products.

Hitchhiker's Guide to the Galaxy Trading Cards *(Cardz, $1.50/pack)* - 103-card series inspired by Douglas Adams' bizarre sf-humor series.

Lady Death Chromium Cards *(Chaos/Krome, $3.50/pack)* - A new 100-card all-chromium series featuring Lady Death as depicted by Adam Hughes, Steven Hughes, Joseph Linsner, Buzz, William Tucci, and others.

Larry Harmon's Bozo the Clown Trading Cards *(Lime Rock, $1.75/pack)* - The famous clown stars in his own card series.

Valiant Files: Secrets of the Harbinger Foundation Trading Cards *(Upper Deck, $2/pack)* - New 118-card series packaged in a unique plastic file cabinet.

SECOND CHANCE

Aliens: Rogue TPB *(Dark Horse, $14.95)* - Reprinting the popular limited series.

Angry Christ Comix TPB *(Sirius, $12.95)* - Joe Linsner's back-up stories and non-Dawn tales from his CFD days are collected in a single trade paperback, complete with some new material.

'Breed TPB *(Malibu/Bravura, $12.95)* - Jim Starlin's darkly mystical series is reprinted; early issues are recolored by Starlin's studio to match the higher-quality coloring of the final issues.

Complete Concrete TPB *(Legend/Dark Horse, $24.95)* - The first ten issues of Paul Chadwick's ***Concrete*** black-and-white series are reprinted in a massive 320-page trade paperback.

Concrete: Fragile Creature TPB *(Legend/Dark Horse, $15.95)* - Reprinting of the color ***Concrete*** miniseries.

Daredevil: Fall From Grace TPB *(Marvel, $19.95)* - The Chichester-McDaniel/Collazo storyline that revamped Daredevil and reintroduced Elektra is reprinted in this volume that also includes twelve pages of story and art not included in the original series.

Frank TPB *(Fantagraphics $14.95)* - Jim Woodring's anthropomorphic hero stars in offbeat tales.

Greatest Battles of the X-Men TPB *(Marvel, $15.95)* - 176 pages of action featuring some of the most memorable confrontations in mutant history.

Legion of Super-Heroes Archives Volume Five HC *(DC, $49.95)* - Reprinting ***Adventure Comics #340-349,*** including many stories written by Jim Shooter.

Marvel Vintage Pack *(Marvel, $11.95)* - A bargain-priced twenty-comic pack featuring rare reprints from the 50's through the 90's.

Marvels HC *(Marvel, $34.95)* - Standard-edition hardcover reprinting the Kurt Busiek-Alex Ross limited series.

Necroscope TPB *(Malibu, $19.95)* - Collection of the comics adaptation of Brian Lumley's Necroscope novel.

Orion TPB *(Dark Horse, $15.95)* - Manga series collected in trade paperback form.

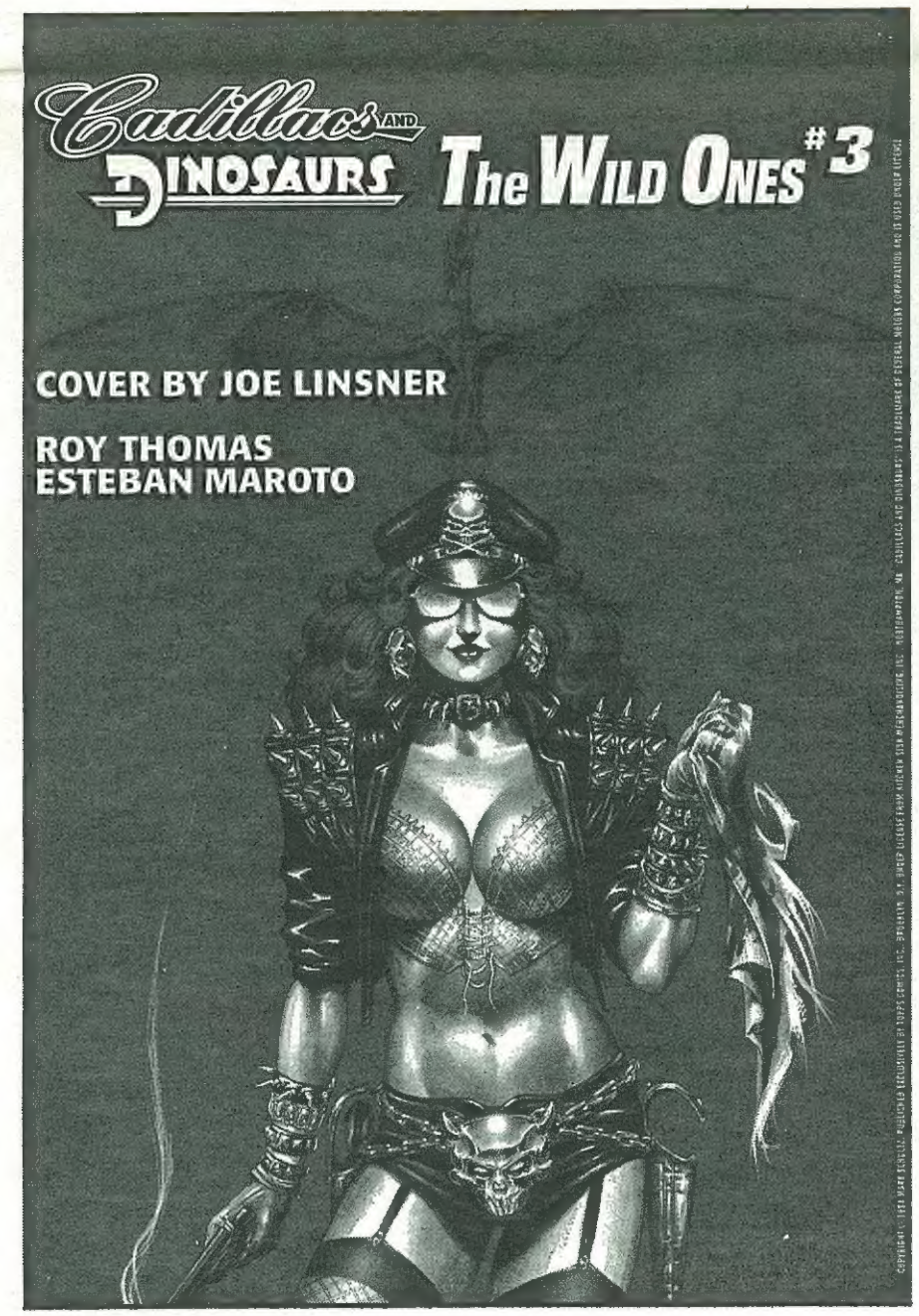
Ray Bradbury Chronicles Volume 7 HC *(NBM, $19.95/$45)* - Collection of comic adaptations of Bradbury short stories, available in regular hardcover and signed limited edition.

Solar, Man of the Atom TPB *(Valiant, $9.95)* - Reprinting the first four issues of ***Solar, Man of the Atom.***

Youngblood Strikefile TPB *(Image, $12.95)*: Rob Liefeld and Jae Lee's stories of Die Hard's rescue mission to save Super Patriot and Chapel's involvement in the death of Al (Spawn) Simmons are supplemented by a new sketchbook section and new flip-covers by Liefeld and Lee.

EVENT OF THE MONTH

Image's X Month is perhaps the most unique comics event of the year: Image's founding fathers have traded books with one another, offering fans a glimpse at their favorite characters as seen through the eyes of other creators. Todd McFarlane's ***Cyberforce.*** Jim Lee's ***Savage Dragon.*** Erik Larsen's ***WildCATs.*** Rob Liefeld's ***ShadowHawk.*** Marc Silvestri's ***Spawn.*** Jim Valentino's ***Youngblood.*** Sounds offbeat? It is! But it's also an entertaining and intriguing way for fans to see just how different these concepts might have been if they had been the product of another creative mind. Art fans will want to pick up the work of their favorite creator, while character fans will want to see how their favorite concept is handled by someone else. One thing's for sure, though: fans of every sort are going to be talking about this one-of-a-kind event that could only happen at Image! *(Image, $1.95/$2.50@)*



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WRITTEN & EDITED BY GARY GERANI
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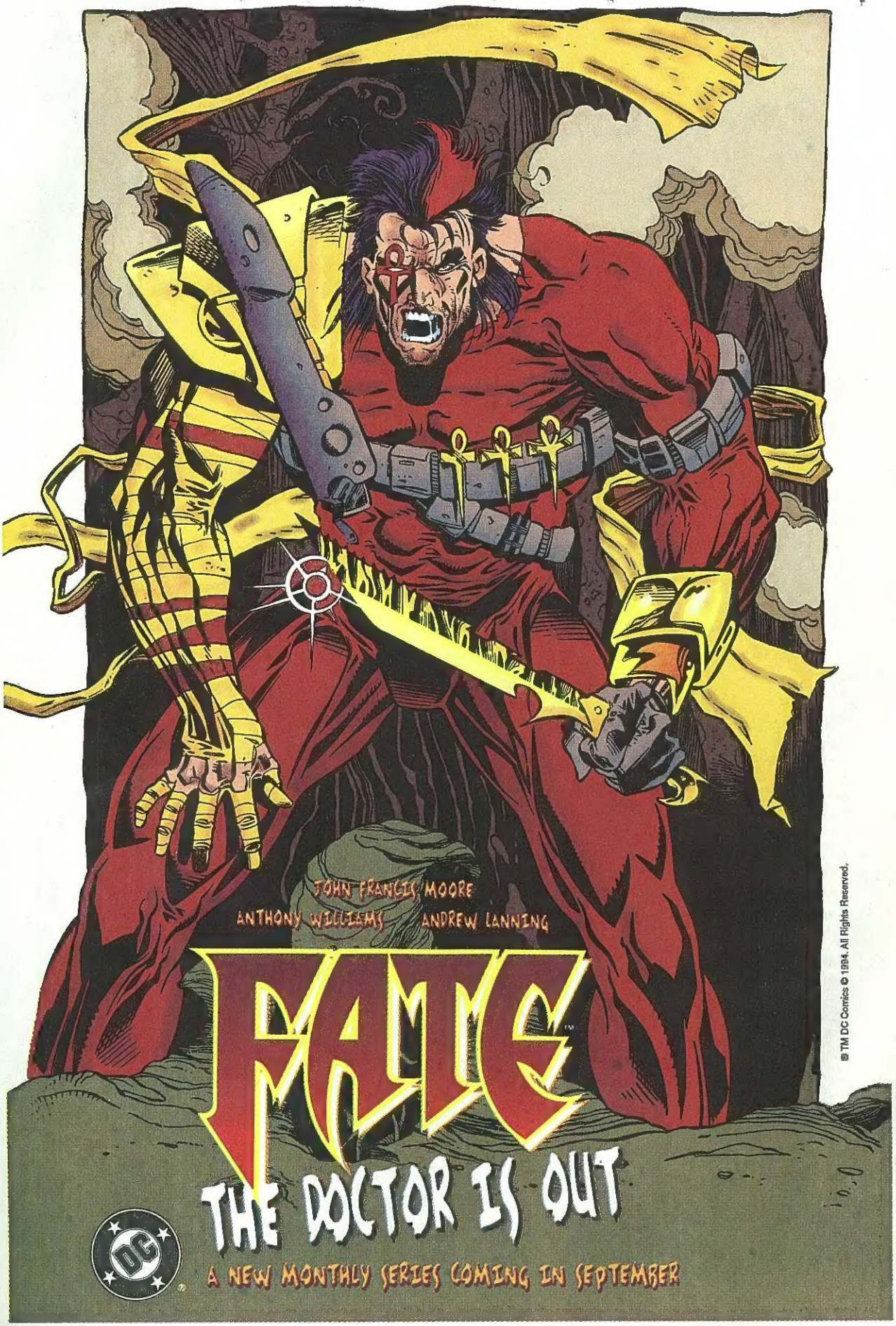

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